application is based. Claims 2-6 and 11-13 are dependent from Claim 10.

Claim 14 corresponds to the amended version of Claim 7 that was the subject the International Preliminary Examination Report.

The Applicant notes that the International Preliminary Examination Report stated that, in the opinion of the International Preliminary Examining Authority, all of the claims in the PCT application are directed to an invention that is both novel and the result of an inventive step over the prior art.

Respectfully submitted,

DSG/smd

FLYNN, THIEL, BOUTELL & TANIS, P.C. 2026 Rambling Road Kalamazoo, MI 49008-1699 Phone: (616) 381-1156 Fax: (616) 381-5465

Dale H. Thiel
David G. Boutell
Ronald J. Tanis
Terryence F. Chapman
Mark L. Maki
David S. Goldenberg
Sidney B. Williams, Jr.
Liane L. Churney
Brian R. Tumm

David S. Goldenberg

Reg. No. 24 323 Reg. No. 25 072 Reg. No. 22 724 Reg. No. 32 549 Reg. No. 36 589 Reg. No. 31 257

Reg. No. 24 949 Reg. No. 40 694 Reg. No. 36 328

Encl: Marked-Up Amended Claims 2-6, 8 and 9 Clean/Replacement Claim Set

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- 2. (Amended) AThe texturing system according to claim ± 10 , including decompression means (32;62) for decompressing mip-map data, the mip-map data being stored in the memory means in compressed form.
- 3. (Amended) AThe texturing system according to claim 2, in which the decompression means (32;62) is connected with its input coupled to the cache means and its output coupled both to the trilinear interpolator means and to the lower-level mip map generator means.
- 4. (Twice Amended) AThe texturing system according to claim 2, in which there are four cache means (60) and four decompression means—(62) arranged in parallel.
- 5. (Twice Amended) AThe texturing system according to claim 2, further comprising allocating means (82) between the cache means—(60) and the decompression means—(62), for allocating the outputs of different caches to selected ones of the decompression means.
- 6. (Twice Amended) AThe texturing system according to Claim ± 10 , in which the lower-level mip-map generator means comprises four interpolators which operate on 16 texels from the mip-map held in the cache means to provide four texels as from the next lower mip-map.

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8. (Amended) Apparatus for generating texture data for use in texturing an image, comprising the steps of:

means for representing texture data by arbitrary compressed codes, in which selected compressed

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code values define principal colors and other compressed code values define colors which can be formed by selected weighted averages of principal colors, the corresponding code values also being weighted averages of the code values of the selected principal colors; and

interpolating means for interpolating an output texel from a plurality of input texels;

characteriszed in that:

the interpolating means effects the interpolation using compressed code values.

9. (Amended) A method of generating texture data for use in texturing an image, comprising the steps of:

representing texture data by arbitrary compressed codes, in which selected compressed code values define principal colors and other compressed code values define colors which can be formed by selected weighted averages of principal colors, the corresponding code values also being weighted averages of the code values of the selected principal colors;

interpolating an output texel from a plurality of input texels;

characteriszed in that:

the interpolating step is effected sing compressed code values.